```
vsUMap< std::string,
       class SGalaxy >
  GalaxyXML::SubHeirarchy
                #subheirarchy
    GalaxyXML::SGalaxy
    # data
     + SGalaxy()
     + SGalaxy()
    + SGalaxy()
     + writeGalaxy()
     + writeSector()
     + processGalaxy()
     + processSystem()
     + ~SGalaxy()
     + getVariable()
     + getRandSystem()
     and 8 more...
    # operator=()
     GalaxyXML::Galaxy
+ getPlanetNameFromInitial()
+ getPlanetNameFromTexture()
+ getPlanetVariable()
+ getPlanetVariable()
+ writeGalaxy()
+ getPlanetTypes()
+ setPlanetVariable()
+ addPlanetSection()
+ setPlanetVariable()
+ Galaxy()
+ Galaxy()
+ Galaxy()
```